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Issue 6 | August 2007

HGZine

Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...

Zelda on DS!

Is this the best DS game yet?

FULL REVIEWS!



DS

Transformers

Prepare for war!



PSP

Tomb Raider

Lara slims down!



PSP

Parappa The Rapper

Dog-rap bonanza!

HUGE DS PREVIEW!

Donkey Kong Jungle Climber

Donkey and Diddy go bananas!

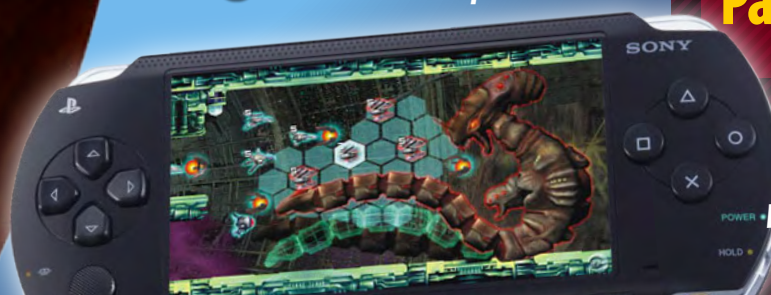
WIN!
A NINTENDO DS
AND HOT NEW
PUZZLER TRION
CUBE!

R-Type Tactics

Blast from the past on PSP!

Pokemon hits DS!

Thundershock!
First review inside!



PLUS!
The latest
mobile games
revealed



Welcome to HGZine

It's got to be the best month of the year for DS owners. First, Nintendo told us all about the return of their flagship gorilla, Donkey Kong in Donkey Kong: Jungle Climber. Then they whispered something about a link to the past, before passing us a Japanese DS cart containing... the new Zelda! It's called Zelda: Phantom Hourglass and it's frickin' brilliant. If you thought the Wii version of Zelda was the best yet, you may be in for a surprise. Nintendo have pulled out the stops and made the best-looking thing we've seen on DS. PSP owners get a retro fuelled collection of classics this month. Best of the bunch has to be the amazing remake of the very first Tomb Raider but Crazy Taxi and Parappa aren't far behind.

Richard Melville, Editor
HGzine@gamerzines.com

MEET THE TEAM

Playing games, even bad ones, so you don't.



Gary Cutlack
Gary has his own website, ukresistance.co.uk...
PLAYING THIS MONTH:
R Type Final



Kath Brice
This month, Kath plays Zelda on DS. In Japanese!
PLAYING THIS MONTH:
Transformers



Mark Walbank
Mr Magic tells us all about the new Final Fantasy this month.
PLAYING THIS MONTH:
Shrek The Third



Chris Schilling
Chris' brain melted after this month's puzzle feature.
PLAYING THIS MONTH:
Trioncube



Steve Hill
Steve loves 'sport' but mostly darts and poker.
PLAYING THIS MONTH:
Smash Court Tennis 3



DON'T MISS!
This month's highlights

Donkey Kong: Jungle Climber

THE BIG PREVIEW
Donkey and Diddy finally hit DS! PAGE 12

Feature: Puzzle Mania!

Train your brain! P21



Shrek The Third

Donkey and ogre return... P32



Zelda: TPH

A Link to the past! P16



Crazy Taxi: FW

Hop on, baby! P19



Transformers

As good as the film? P24



QUICK FINDER

Every game's just a click away!

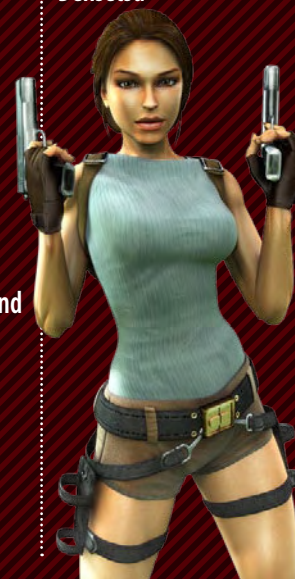
SONY PSP

Final Fantasy: TC
Crazy Taxi: Fare Wars
Parappa The Rapper
Tomb Raider: Anniversary
PSP News Roundup
Jackass

NINTENDO DS

Race Driver: Race and Create
Pokemon: Diamond and Pearl
Shrek The Third
Zelda: The Phantom Hourglass
Donkey Kong: Jungle Climber
Puzzle League

Trioncube
Dragon Ball Z: Goku
Densetsu



Race Driver: Create & Race

Driven by design - your design, that is!

What's the story?

Though it's fast becoming the world's most popular console the DS still hasn't a driving simulation to boast about, which is why Codemasters is attempting to fill the gap with Race Driver: Create & Race. Based largely on the Xbox/PS2 TOCA Race Driver 3 it'll contain all the championships, 32 tracks and licensed vehicles from that package including the Koenig GT and the Chevrolet Silverado Truck.

What do we know?

Condensing such a massive package onto a humble DS cartridge will be quite a feat and as you might expect a few compromises have been made. In terms of visual finesse the trackside detail has been greatly reduced but though the vehicles will contain fewer polygons a full damage model has been incorporated and you can easily identify livery details.

Thankfully there's no gimmicky touch-screen handling mechanism to destroy the nuances of driving and cars currently stick to the road impressively. While the bottom DS screen displays the game in full 3D the top shows your position on the circuit relative to your competitors. The engine has been built from the ground up and already the game is running at an impressive clip.

Make no mistake this is practically the same game we loved so much on console complete with 25 official cars from the world of motorsport on circuits as technical and diverse as Silverstone, Bathurst and the Nurburgring. Along with an impressively comprehensive Championship mode drivers will be also be able to cut their teeth in the Challenge mode, something akin to the license tests from Gran Turismo. Here you can collect bronze, silver and gold medals by completing tests like cone challenges and hitting racing lines accurately.

Currency earned from the Championship, Time Trial or Challenge mode can then be used to buy track pieces and features for creating your very own >

Building tracks is satisfying and unlike Scalextric your circuit doesn't require cleaning with wire wool every ten minutes

Detail extends to sponsorship and advertising from the likes of Red Bull giving the game an authentic feel

"There's no gimmicky touch-screen driving mechanism"

Noticeably the trackside scenery is on the scant side but the game is running impressively fast

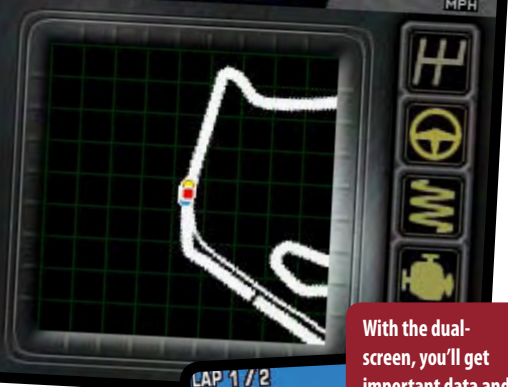
Simply click on the track pieces you require with the stylus then drop them onto your template for fine positioning

Earn enough currency and you'll even be able to put a windfarm on your track

PREVIEW FEEDBACK!
Click here to tell us what you think of *Race Driver: Create and Race*



Cars lack detail but can be customised and, as ever, fall to bits!



With the dual-screen, you'll get important data and a decent view.

Like TOCA, there's giant US trucks to race which can crush competitors with ease.



The stylus makes navigation and track creation a doddle.

It's tricky to keep your eyes on the race but you'll get used to it in time...

> Race Driver: Create and Race continued

circuits. Obviously this is the title's stand out feature and we can't wait to get our hands on the full version. Tracks can be created by simply moving and dropping pieces in the track editor suite. Want something speedy? Then just build a banked Indy 500-style oval. Or perhaps you prefer something more technically demanding with more corners than the spaghetti junction. It's even possible to take a 3D fly-through tour over your new design.

Alongside corners, chicanes, banks, ovals and bridges you can also add scenery such as trees, grandstands, gravel traps, windmills and lakes. Add to this variable weather conditions and you have a recipe for an impressive level of creative indulgence. If any other developer was attempting to do a driving simulation on DS we'd be a little sceptical but Codemasters have a history of delivering top quality titles on all platforms. We'll eat our carbouretta if this doesn't turn out to be a great racing success!

When do we get more?

Although the AI, creation features and online modes obviously need some spit and polish Codemasters have got much of the driving engine finished so we're expecting playable code in the next couple of months. In the meantime a trailer showing the track editor should be available to view very soon.

Anything else to declare?

Though it's a simulation at heart there will be one or two concessions to arcade-style racing. A boost feature is likely to be included for those Lewis Hamilton quick starts and the handling will be generally more forgiving than in previous Race Driver instalments. While its still unknown if player created tracks can be downloaded from a central server we do know you'll be able to save four of your bespoke circuits to the DS and play these either against in-game AI or 4 friends locally or over Wi-Fi.

"We'll eat our carbouretta if this doesn't turn out to be a great racing success!"

PSP

LATEST NEWS

Crisis Core: Final Fantasy VII

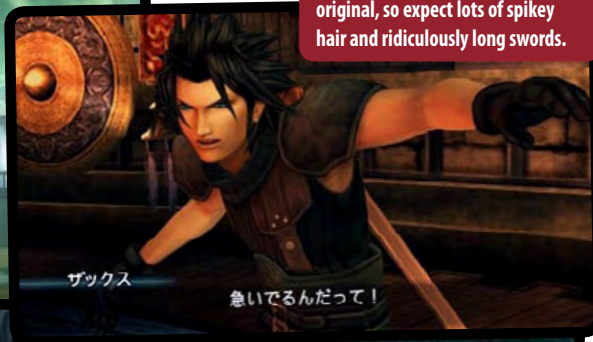
Proving that nothing's ever 'really' final in Japan...

Publisher: Square Enix
Developer: Square Enix
Heritage: Final Fantasy series
Link: www.square.com
ETA: 2008

PREVIEW FEEDBACK!
Click here to tell us what you think of Crisis Core!



Character design is by Tetsuya Nomura, the chap behind the original, so expect lots of spikey hair and ridiculously long swords.



In the original PSone title Zack Fair was Aerith's boyfriend and only a peripheral character. This time he goes centre stage.

The games mix of swords and sorcery is a potent one and we'll also get to find out why Sephiroth turned from hero to villain.

"You'll get plunged back to the world of Midgar from FF VII"

What's the story?

This is the fourth in the Final Fantasy VII series and serves as a prequel to Square's original and brilliant Final Fantasy VII on PSone released back in 1997. Other entries in the series are the CGI movie Advent Children and Dirge of Cerberus on PS2.

What do we know?

Generally considered to have the best characters and mythology in the series Final Fantasy VII once again plunges us into the world of Midgar with old friends such as Sephiroth, Aerith Gainsborough and Cloud Strife making regular appearances. Indeed, Sephiroth and hero Zack Fair will be playable from the off with the plot revolving around their quest to prevent an evil mega corporation, Shinra Electric Power, taking over the world's resources.

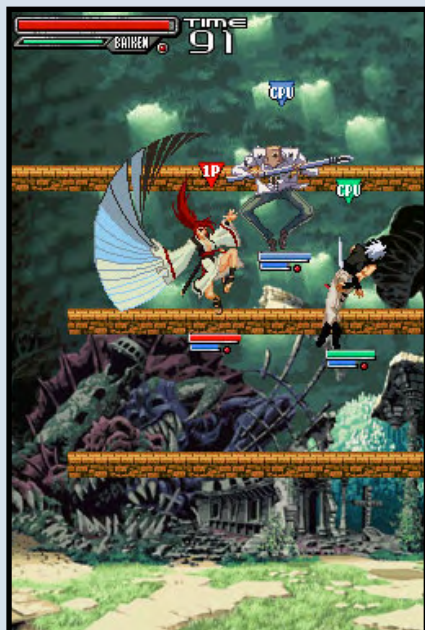
Many of the creative minds behind the original Final Fantasy VII are on board and their work over the last two years is clearly paying dividends. Visuals are stunning, the cinematics dramatic and the new battle system looks superb. Dubbed 'Digital Mind Wave' it sees a series of fruit machine-style tumblers rotating and granting power-ups and limit breaks when key components align mid battle.

When do we get more?

The game is due for release in Japan on September 19th but as always we'll have to wait a few months for the English translation to make it over to these shores.

Anything else to declare?

Fan favourites such as summon spells, materia slots and elemental attacks will be making a return but so will random encounters. Hopefully the new battle system will be so engrossing that stopping every five seconds to fight won't get irritating.



Double the Fury

Guilty Gear Judgment (c) 2007 AFG System Works Co. Ltd. All rights reserved. Published by Majesco Entertainment Company. Guilty Gear Judgment (c) 2007 AFG System Works Co. Ltd. All rights reserved. Published by Majesco Entertainment Company.



PSP

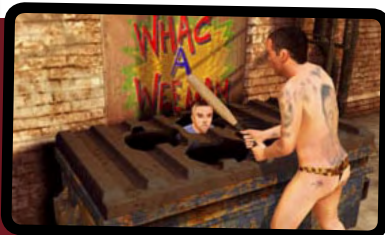
Incoming

Coming soon to your handheld

Jackass the Game

Publisher: Red Mile | ETA: September

A bit of a sick one this but we like it. With 35 scenarios and all the lovable Jackass characters including Steve-O and Johnny Knoxville this is likely to be a laugh a second. Stunts include racing down the streets of San Francisco in a dustbin, playing Whack-a-Wee Man and causing as much destruction as possible in a golf cart. What's more a clever injury system will see femurs splitting and spleens rupturing. We're already wincing in anticipation.



The Office

Publisher: Mumbojumbo | ETA: November

Sadly this game is not based on the UK version of The Office so we're unlikely to get 'the dance' however it'll still be interesting to see how it turns out. All the major characters from the US hit will make it in including bumptious Mike, dweeby Dwight and reluctant temp Ryan. There's little real information as yet but the art suggests it'll look something like the Sims but hopefully with some humour. Prepare to go into cringe mode when it's released in the Autumn.



Warhammer 40,000: Squad Command

Publisher: THQ | ETA: October

Warhammer comes to PSP for the first time and it's some package. With 13 huge missions in the single player campaign and 9 unique multiplayer maps for global or local gaming (catering for 2 – 8 players simultaneously) this is going to pack in the hours. The visuals look lush and the 3D realtime battlefields should ensure that no two games play out the same. With Chaos and Imperium forces, 20 weapons from the Warhammer universe and Games Workshop's expertise to back it all this could be the ultimate strategy game on the system.



Pro Evolution Soccer 8

Publisher: Konami

ETA: Autumn 2007

Just in time to capitalise on the new football season comes Konami's latest. It's set to refine the mechanics that worked so well on PSP last year but add even greater depth in terms of close control. You can dribble more skilfully around defenders and a clever 'teamvision' approach to AI has been implemented which will adapt to an individual players style. Let's hope they add the Master League this time.



King of Clubs

Publisher: Oxygen

ETA: November

A puzzle-based crazy golf theme park in the middle of the Nevada desert is not your typical subject for a videogame but it's so bizarre it might just work. The idea is to compete in crazy golf events to win cash, buy strange equipment and unlock even more outrageous events. Courses are set in five themed parks and encompass over 95 holes with the boss of each park your final opponent. Some 4-player Wi-Fi action is promised with extra bonuses for anyone who can score a hole-in-one. Bizarre and alluring at the same time.



Pinball Hall of Fame: The Williams Collection

Publisher: Crave | ETA: October

We absolutely loved Crave's Pinball Hall of Fame: The Gottlieb Collection so we greeted the news of 8 classic Williams tables with much clapping of hands. Tables include the magnificent Black Knight, the brilliant Space Shuttle and Gorgar, the first ever talking pinball table. With 4 tables available from the off and 4 to be unlocked plus Challenge and Arcade modes we reckon this'll last a lifetime. And the best thing is, you'll never run out of 50 pence pieces.



ROUGH CUTS

More PSP games...



COMING SOON

Guilty Gear: Judgement (July 27)... Pac Man Rally (August 10)... Beaterator (August)... Crazy Taxi: Fare Wars (September 7)... Hot Brain (September)... Naruto: Ultimate Ninja Heroes (September)
Alien Syndrome (September 7)... Dungeons & Dragons Tactics (September 14)... Juiced 2: Hot Import Nights (September 29)... Monster Hunter Freedom 2 (September 29)... Sega Rally (October)



DS

iNCOMING

Coming to a dualscreen near you!



Powershot Pinball Constructor

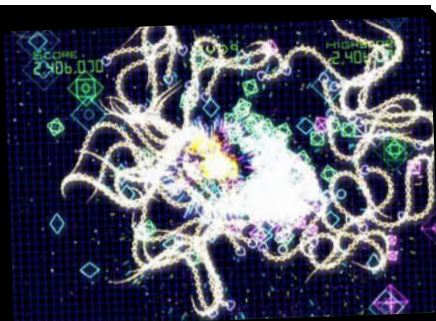
Publisher: Oxygen | ETA: July

Pinball is the perfect handheld game for those short bus hops around the city and we're particularly excited about this package allowing gamers to create their very own tables. A versatile editor gives you the freedom to place bumpers, targets, multipliers and shoots and you can even swap table designs online.

Geometry Wars Galaxies

Publisher: Vivendi | ETA: Autumn

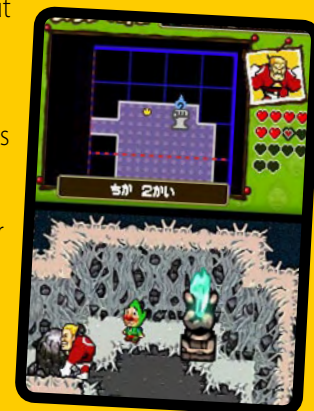
Get your trigger finger ready because one of the greatest Xbox Live Arcade titles is coming to DS. Although trigger finger is probably a bit misleading given you get to use your stylus to rid the galaxy of countless hordes of aliens while simultaneously initiating special attacks. All the prismatic frenzy of the original will be present and correct but this time you get a full campaign with standalone missions. Heaven in the pocket.



Freshly Picked –Tingle's Rosy Rupeeland

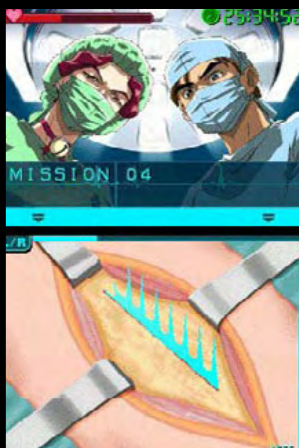
Publisher: Nintendo | ETA: 14 September

After months of rumour and speculation Nintendo finally announced its intention to release Tingle's Rosy Rupeeland in the UK. Already out in Japan the game has been delighting fans with its blend of surreal comedy and mini-game madness. The idea is to collect as many rupees as possible by fighting enemies and completing games on a number of islands. Excuse the pun but we're already getting a tingle down the spine thinking about this exuberant addition to the Nintendo cannon.



ROUGH CUTS

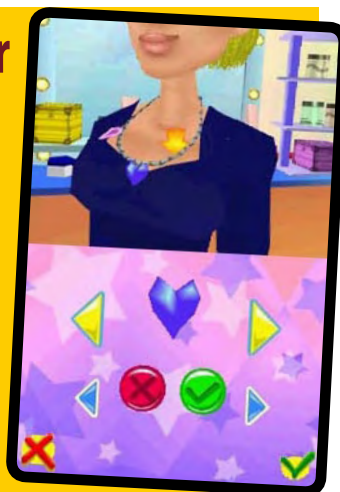
More DS games...



Fashion Designer

Publisher: Ubisoft | ETA: October 26th

Ubisoft is making big noises about its casual range of games that will attempt to reach out to a new demographic. Well, you can't get more 'casual' than this, a game that let's you enter the world of haute couture and design dresses, accessories and hairstyles in order to create the perfect catwalk model. While it's probably not the sort of game you want to be caught in the playground with if you're a lad we applaud Ubisoft's vision. As does Kate Moss.



Race Driver: Race & Create

Publisher: Codemasters | ETA: October

Although Codemaster's latest contains 32 tracks including Silverstone, Bathurst and Nurburgring the twist here is that you get to design your own tracks complete with hairpins, pitstops and chicanes. Want something speedy? Then just build a banked Indy 500-style oval. Or perhaps you prefer something more technically demanding with more corners than the spaghetti junction. Stylus' at the ready, people.



MySims

Publisher: EA
ETA: November

Putting design and creativity into the hands of the gamer is clearly in vogue at the moment as EA's next Sims project testifies. You begin by creating your own avatar complete with hairstyle, accessories and clothing then begin rebuilding the ramshackle town you inhabit. There's also elements of Animal Crossing here too as you interact with many oddball residents such as Mayor Rosalyn P. Marshal and Buddy the lazy Bellhop. It's bound to be a hit with EA's monumental marketing and creativity behind it.



COMING
SOON

Megaman Star Force (August 7)... Final Fantasy Crystal Chronicles: Ring of Fates (August 23)... Dragonball Z: Goku Densetsu (August 31)... Dynasty Warriors DS (August 31)...

Happy Cooking! (August 31)... Pet Alien (September 14)... The Legend of Zelda: Phantom Hourglass (October 1)... Jam Sessions (September)... Phoenix Wright: Ace Attorney T&T (October)

DRAGON BALL Z SHIN BUDOKAI 2



REPLAY THIS VIDEO

www.dbz-videogames.com



OUT NOW ON PSP



Experience the never-before-told story of future Trunks as he battles through time to save mankind from a horrific fate.

Includes all the classic game & challenge modes but now with new characters, new arenas, improved attack & defence systems with finishing moves, and over 60 new skills allowing for a deeper variety of attacks

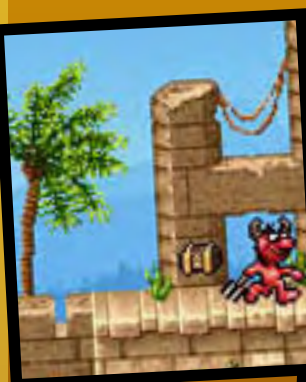
**To know the road ahead,
ask those coming back!**



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Distributed by Atari Europe SASU. "PSP", "UMD" are trademarks or registered of Sony Computer Entertainment Inc. All rights Reserved.



MOBILE NEWS



Felix The Devil 2

Publisher: Inlogic Software | ETA: October

Worried about compatibility problems with your mobile games? Inlogic's follow up to their biggest hit to date is said to support more than 500 mobile phones. Promising that it 'is created for people' (as opposed to all those mobile-owning pets, presumably) Inlogic have cited much more detailed graphics and a lengthier adventure as the key improvements on the original. Meanwhile, a twist-laden, pirate-filled story will please the Johnny Depp-lovers out there.

TradeWinds 2

Publisher: Sandlot Games | ETA: August

The success of the Pirates of the Caribbean films has seen a rise in the popularity of the rogueish sea-farers. But if you'd rather be fending them off than yo-ho-hoing alongside them (perhaps as punishment for the terrible At World's End) then TradeWinds 2 might be just the mobile adventure you're after. Steer your ship from port to port, trading goods and helping islanders, in this solid-looking PC conversion for Palm OS and Windows Mobile owners.



Sturmtrupp Mars – Operation Roasted Bugs

Publisher: HandyGames | ETA: Out Now

Easily winning the award for 'game title of the month', SMORB (nice acronym, too) is an action-based strategy which sees you defending your Mars colony against wave after wave of alien insects. There's a resource management aspect to proceedings, plus a host of missions and myriad power-ups. It's rare that a game professing to be full of bugs is a good thing, but the intensity of the invading masses and variety of the action make this a cockroach-cooking adventure worth looking forward to.



World Rugby 2007

Publisher: Creative North Studios

ETA: August

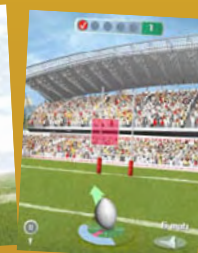
With impressive 3D graphics, a complete international tournament and 20 world sides to choose from, Creative North's World Rugby 2007 is set to be the perfect pick-up-and-play title for fans of the sport. We're particularly curious about the newly-implemented 'bosh' move, and the strangely specific promise that the game will contain 'every French location' has piqued our interest, too. Eiffel Tower anyone?

Flexis Extreme

Publisher: Telcogames |

ETA: Out Now

HGZine is on a bit of a puzzle tip this month and joining the brainteasing throng is the sequel to the hugely successful - and massively addictive - Flexis. The core gameplay this time around has been bolstered by fifty brand new stages with revamped visuals and spot effects. The changes are more than just cosmetic, too - new obstacles and types of block make it a worthwhile purchase for owners of the original.



Super Kicker 2007

Publisher: Creative North Studios | ETA: August

It's a good month for egg-chasers with the announcement of Creative North's second rugby title due to hit mobiles this summer. As the name suggests, Super Kicker is geared towards the Jonny Wilkinsons among you, with three different modes allowing you to test your ability at kicking conversions. With a lower price point to its bigger brother, Super Kicker's immediacy should make it a fun title to while away the time queuing for a half-time pint.

THE OFFICIAL VIDEOGAME
SBK[®]-07
SUPERBIKE WORLD CHAMPIONSHIP



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DS

DONKEY KONG

Publisher: Nintendo

Developer: Paon
CorporationHeritage: DK King of
Swing, DK Bongo Blast

Link: www.nintendo.com

ETA: October 2007

HANDS ON

Donkey Kong: Jungle Climber



MONKEY BUSINESS

The DS gets another dose of minigame mania

As an additional extra to the main story levels, if you've got any DS-owning pals then you can choose any of four characters from DK's family (Donkey, Diddy, Dixie and Funky) to represent you in a series of multiplayer minigame challenges. These are all fairly basic, but should play very well with up to three mates, and some are available for single-cart download play, too. The subtly-named Banana Catch requires you to - yes, you've guessed it - catch as many bananas falling from the top screen as you can within a time limit, while Rolling Rock Panic shows a number of obstacles including logs and boulders rapidly heading your way with the object to leap as many as you can. These should certainly add to the longevity of the title, which could well be useful given that the original game was barely 8 hours in length.

DK's newest DS adventure is sure to drive you bananas.

A recent BBC report about the success of both Nintendo's current consoles confirmed a universal truth - that Donkey Kong is still one of the Japanese giant's most recognisable characters, alongside Mario and Pokemon. Yet somehow he seems destined never to spearhead a singularly successful franchise, with his creators preferring to utilise his name to boost the profile of riskier propositions. Not for him a succession of cartoony sports titles mixed in with regular platforming excursions, nor a series of titles that have seen little change from their first iteration. No - with DK, you get something different nearly every time, whether it be rhythm-action (Donkey Konga), peripheral-enhanced 2D adventures (Donkey Kong Jungle Beat) or even Wiimote-controlled on-rails racers (the forthcoming Bongo Blast, from the same developers).

Among this typically idiosyncratic fare was GBA title DK: King of Swing -

an underrated minor treasure which, like Gamecube gem Jungle Beat, utilised an inventive control system for unconventional platforming fun. Using just the shoulder buttons, DK had to make vertical and occasionally horizontal progress by grasping onto various handholds. The L button was - naturally - his left hand and the R button his right, and holding down one or the other rotated DK in the appropriate direction. Pressing both allowed you to stop to consider your next move, as well as allowing for a boost launch to kill enemies upon release. It sounds all too simple, but the level designs really made the most of such a simple conceit, with cranks, levers and unscrewing bolts to make life more complicated. In truth, it was better for quick-fix play rather than long sessions, especially as the few difficulty spikes made it occasionally very frustrating indeed. That, and the insufferable hand-cramps from

"Donkey Kong is still one of Nintendo's most recognisable characters"



One of the multiplayer games is a vertical barrel race. It's good to see that there's no shoehorned-in touchscreen stuff.

There are still levers to pull, while the barrel pictured on the top screen shoots you out at a rate of knots.

Thankfully, the pseudo-cartoon look of the original has been abandoned - the environments and characters are much better on DS.

PREVIEW FEEDBACK!
Click here to tell us what you think of Donkey Kong!

DS

DONKEY KONG

This 3D minigame is an entertaining aside, and it moves very smoothly too.



>Donkey Kong continued

extended play stopped us from opening any jars for a while. With DK's somewhat nomadic history, you might have expected Nintendo to call it a day after that title's fairly unimpressive sales, but fortunately it's been resurrected for DS, and this sequel looks to build on the original in a number of ways.

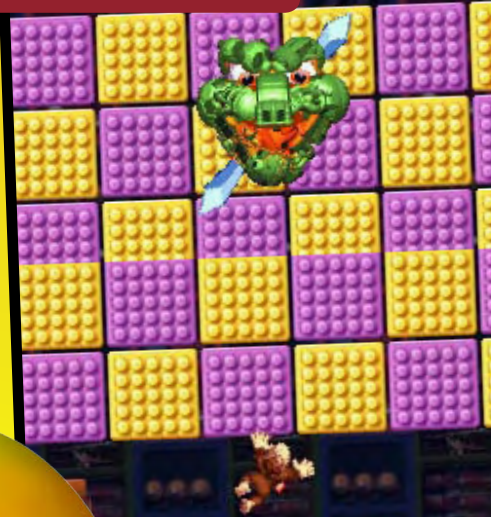
For starters, it certainly looks a great deal better. King Of Swing had an uncomfortable visual style which did the character little justice, but Jungle Climber has taken inspiration from the

"Donkey and Diddy have to fight the Banana Aliens to save the curious 'Crystal Banana'!"

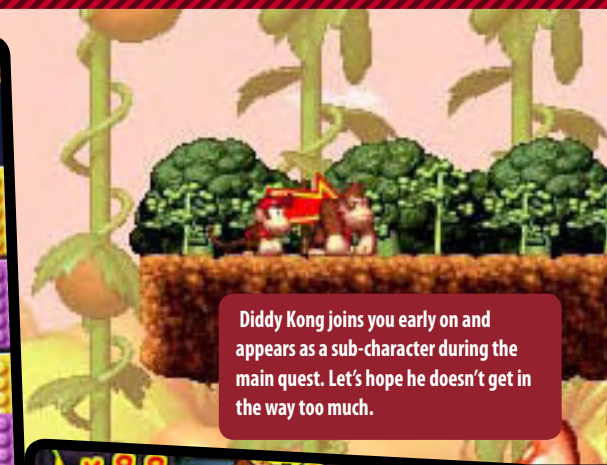
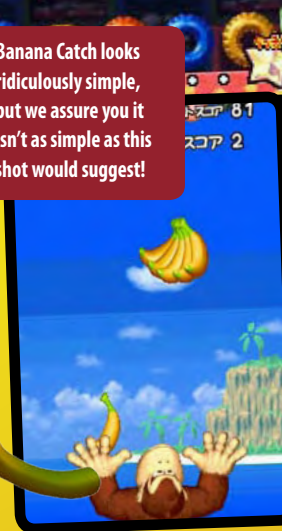
recent home console titles with a splash of classic Donkey Kong Country added to the mix. Naturally, the action also takes place across both screens, with the top display showing much more of the level than the GBA allowed. This should alleviate some of the annoying deaths which could occur, from enemies suddenly appearing and giving you little chance to avoid them. And while it keeps the same control scheme, developers Paon have provided some diversions to the main game in the form of multiplayer modes and minigame challenges. Indeed, the latter are available in a tutorial mode, allowing new players to learn the quirky mechanics in a more interesting way than just a rote set of lessons. Irritating/lovable (delete as appropriate) sidekick Diddy Kong also makes a return, with a new ability which allows you to fly through certain sections.

While the story might not be up to much (something about Donkey and Diddy teaming up to battle the Banana Aliens for the Crystal Banana - yes, really), we're optimistic that Paon can keep the level design fresh and inventive enough to make Jungle Climber yet another great DS title. And, fingers crossed, if it turns out to be as impressive as its potential shows, perhaps this all-time great videogame character will finally have a continuing series to call his own. ●

Boss fights require a lot of dexterity - fortunately there are plenty of pegs around, allowing to manoeuvre quickly around the arena.



Banana Catch looks ridiculously simple, but we assure you it isn't as simple as this shot would suggest!



Diddy Kong joins you early on and appears as a sub-character during the main quest. Let's hope he doesn't get in the way too much.



Later levels in King of Swing got increasingly fiendish, and this tricky bit shows that Jungle Climber is no different.

DS

HGZine
DONKEY KONG

HOW COMPLETE?

80%

EXCITEMENT

80%

Fun, ridiculous and cute - typical Nintendo genius



PSP

Publisher: TBA

Developer: Irem

Heritage: R-Type series

Link: [www.irem.co.jp/
official/rtype tactics/index.
html](http://www.irem.co.jp/official/rtype tactics/index.html)
ETA: TBA**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
R-Type!Imagine that all
blazing out of PSP's
bright little screen.**"Makers Irem
describe it as a kind
of 'sci-fi tactical
simulation' "**Stat-based
shooting! It will at
least be 'different'The classically weird
biological R-Type
enemies look ace.

R-Type Tactics

**LATEST
NEWS**

One of the scrolling shooter world's all-time greats returns - but in a turn-based strategy style!

What's the story?

R-Type is a legend. The greatest arcade shooter ever? If not, certainly in the top tens of most 2D blasting fans, that's for sure. But R-Type Tactics is different. It's new. It's... nothing like the R-Types of old.

Tactics has the R-Type look, at least. The same epic, twisted alien bosses appear, weapon blasts that are bright and vibrant – but incredibly, Tactics is a turn-based, strategy game.

It's a what now?

Maker Irem describes new R-Type as "sci-fi tactical simulation". The action takes place on a grid. You and the PSP - or a friend battling in ad-hoc Wi-Fi mode - take turns to move. Launch an attack and the game switches to your traditional 2D shooter viewpoint to show the resulting firefight - only you're not in control of it.

Does this mean r-type is ruined?

The tactical play could really suit the R-Type style. R-Type was never one of those bonkers shooters where there are a billion bullets on the screen and you spend your whole time dodging. R-Type's always had an edge of strategy to it - you need to know your enemies, their attack patterns and your own ship's skills to survive.

Making R-Type into a turn-based strategy game could well be a totally genius master-stroke. Then again, it could be rubbish. Guess we'll all find out soon enough, although the game's currently only officially confirmed for Japanese release. But hardcore fans will be able to import it easily enough...



PSP

jackass
the game

Publisher: Empire
Developer: MTV Games
Heritage: N/A
Link: www.
jackassthegame.com
ETA: September

Don't try this at
home. Try it out in
the road.

Copycat head injuries
in classrooms across
the land.

"You play through
seven episodes
involving nudity,
fire, poo or blood"

The wheel of death.
Or at least
hospitalisation.

Jackass: The Game

LATEST
NEWS

Hilarity to do with falling over and being sick is coming to PSP. Careful your sides don't go splitting.

Yes, that's a naked man's bottom. And yes, he would appear to be hitting another man on the head. Johnny Knoxville, Steve-O and the other less famous men who enjoy pain are coming to PSP, and if you're at all squeamish about men's bottoms, men's blood, men falling over and manly aggression in general, look away now.

What happens?

Jackass The Game has a plot. It's not strictly necessary, but they've decided to spoil us. You follow Johnny Knoxville, filming his moves as he tries to round up the old Jackass gang for a new series of the show. You do this by visiting them, then performing some ridiculous stunt in front of them. Usually involving nudity, fire, poo or blood.

You get seven episodes of this, with five stunts in each. Do something stupid - like roll down a hill in a dustbin or race shopping trolleys - and you're rated on your performance. Mini games, called 'Wee Games' in homage to the small Jackass star, are also here to give you something simpler and quicker to do if you're being rubbish and need an easier route.

Can I Die In It?

And, in a sickening twist that will have concerned parents clamouring to have the game banned, pressing triangle mid-stunt makes your man abandon the stunt/race and go flying through the air. With the aim being to cause as many injuries to him upon landing as possible. You're even able to save replays of your stunts and edit them, creating your own near-death compilation tape. Sick, irresponsible FILTH.



DS

HANDS ON

The Legend of Zelda: Phantom Hourglass

Link sets sail on a new DS adventure...

If we had to name one game that never fails to excite us with every new instalment, it'd be Zelda. You know a Zelda game is going to be an epic – a quality oozing, polished adventure with exploration, fun and novelty around every corner. We only need to hear the Hyrule Field theme or those few notes that play when you fling open a chest and our thoughts are filled with leaping on our horse and galloping through exciting new lands or, in Wind Waker and now Phantom Hourglass's case, setting sail across the open seas, fighting pirates and digging for treasure.

Phantom Hourglass is a sequel to Gamecube's The Wind Waker. So that means the once controversial cel-shaded cartoon graphics and a wide eyed, Bambi-like Link make a return. Gamecube owners might not have been sure about the series' departure from realism back then, but no one could disagree that they're perfectly suited to a DS adventure – and they also look every bit as good. Phantom

Hourglass is easily the best looking game to appear on the console yet. It looks like mere minutes after Link rescued pirate leader Tetra in Wind Waker, a ghost ship appears on the horizon and its crew take her again, while Link is left languishing on the beach of a mystery island. Not one to sit back and admire the serene setting and crystal waters, Link must go about finding his sword and his ship.



The phantoms in the Sea King's Temple can only be killed once you've found the phantom sword. Until then, you need to avoid them.

DUNGEON MASTER

Fire, wind and ice – they all make an appearance in the Phantom's dungeons...

Phantom Hourglass contains seven main dungeons – including the Fire Temple, Phantom Ship and Goron's Temple. There's also the Sea King's Temple, which you return to several times during the game. While Link is inside this dungeon, the hourglass counts down – once it has run out of sand, Link begins to lose health then dies.

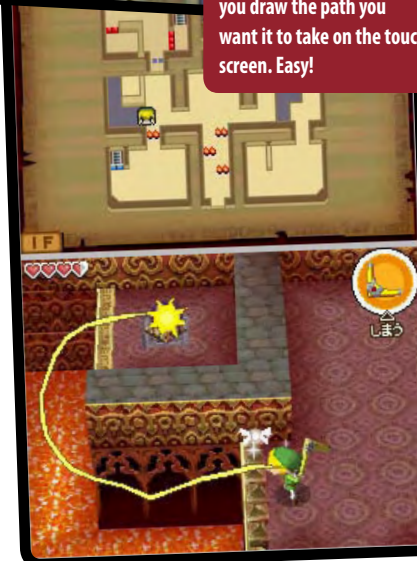
You collect sand for the hourglass as you progress through the other dungeons, meaning you can venture deeper into the Temple, encountering the different types of phantom on each of its levels. Gradual progress is needed to reach the ultimate goal in the Temple's basement.

Your trusty sword is your best weapon against enemies – a tap or slash of the stylus will normally see them off.

"You always know a Zelda game is going to be epic, as soon as begins"



To throw the boomerang, you draw the path you want it to take on the touch screen. Easy!



**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Zelda!



DS

THE LEGEND OF
ZELDA
Phantom
Hourglass



The different items, like bombs, that are found as you progress, are all used using new and different DS controls.

>Zelda continued

Controlling Link can be done entirely using the touch screen, a system which is incredibly accurate and easy to use. Link walks in the direction you're touching the screen, with your fairy – Sierra – acting as a sort of cursor. The further away from Link you hold the cursor, the faster Link runs. Tapping objects makes Link interact with them – so to pick up a chicken (everyone's favourite pastime), you just need to tap it, then tap the screen where you want to throw it down again. In smaller

"The map can be dragged to the touch screen and your own handy notes can be scribbled on it"

spaces, this control system feels almost like that of a point and click adventure.

Sword slashing is done by drawing a line across an enemy or drawing a circle to pull off a 360 degree attack. But by far our favourite new feature is the way the map screen – always displayed on the top screen – can be pulled down to the touch screen to allow you to draw and make notes on. Your notes then remain displayed – very handy for when you're lost in the bowels of a typically puzzle-filled Zelda dungeon.

Phantom Hourglass is structured similarly to The Wind Waker - there are lots of islands dotted throughout the sea to explore. Getting to them is more straightforward than before though, due to a combination of Link's new – faster moving – steamboat, and a smaller in size game world. You plot your sea path before setting off by drawing it on the touch screen, although you can change direction en-route. Our initial play of the game has been a joy – virtually no concessions seem to have been needed to fit this Wind Waker quality game onto the DS. It doesn't have quite as many dungeons but there's a multiplayer game, which looks like it'll offer limitless fun. It's as unique and playable as the Gamecube's Four Swords Adventure. Zelda hasn't let us down yet, and we're willing to bet that Phantom Hourglass isn't going to be the first game to do so. Our inner hero gland hasn't tingled so much since we first slashed up an enemy with the Wii remote in Twilight Princess. Like the next Harry Potter book, this is something you'll want to set aside a weekend for. ●

You can drag the world map down onto the touch screen, then draw on it. To indicate where you spoke to a character for instance, and collected a side mission.

VIDEO TRAILER

OK, so the language is all Japanese and makes no sense to us, but this was the only way you can get to see Zelda in action so early!



You begin with the fairy, Sierra helping you. But there are a further three fairies to find throughout the game, each with different strengths that aid your quest.

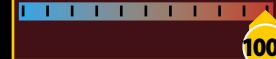


Sailing around is very relaxing – some islands take seconds to reach, others take several minutes.

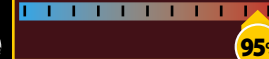
DS

HGZine
ZELDA
Phantom
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HOW COMPLETE?



EXCITEMENT



Looking astonishingly good.

HOT PIXEL



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smart cool cat?





PSP

HANDS ON

Crazy Taxi: Fare Wars

To the PSP, driver, and make it snappy!

For some reason, the Crazy Taxi series has never really had its fair dues (*Surely, "fare dues"? - Ed*). Perhaps the brand has been diluted by its many reappearances on myriad formats. And its sequels never quite lived up to its original incarnations in the arcade or on the ill-fated Dreamcast. But Crazy Taxi is the very epitome of Sega - bright, breezy and unpretentious fun; blue sky gaming at its finest. And now, with its brash tyre-squealing, fare-chasing action enhanced by an all-new multiplayer mode, the forthcoming PSP remix looks to be the best thing to happen to the

franchise since the original.

The first thing you notice is just how vibrant the graphics are on the PSP's screen - perfectly recapturing the original's dazzlingly bright look. Controls are incredibly simple, with the shoulder buttons used to accelerate and brake, with the circle and X buttons switching between gears. The two San Francisco-set maps of the arcade game and Dreamcast conversion are both available, as are the New York-influenced areas from the sequel. The environments look terrific and move very smoothly, while the sound effects and music have been revamped to sound a little less dated. The minigames from Crazy Taxi 2 will make an appearance, too.

Of course, the most important addition is the new multiplayer, which features both competitive and co-operative play. You can now bump a rival cab to steal its fare, or team up with a pal to pick up as many passengers as possible. Which is probably a good idea, as the game hasn't got any easier over the years. There's also the option to save replays of your performance to a memory stick,

Visually, the game looks very close to the Dreamcast original, down to the giant green arrow telling you where to go.

Scattering pedestrians with wayward driving was always one of the guiltiest pleasures in the original game.

"Noisy, fast and compact, Crazy Taxi: Fare Wars is simply a perfect fit for PSP"

Quite worryingly, we seem to have picked up a group of neo-Nazis here...

Zippering through narrow gaps between cars nabs you some tasty tips from the punters.

which is a nice - if fairly superfluous - addition.

Crazy Taxi: Fare Wars is simply a perfect fit for the PSP, so assuming you haven't had your fill of the series, or simply fancy playing a cracking arcade racer on the move, then 7th September is the date to add to your diaries. ●

"LET'S MAKE SOME CRAZY MONEY!"

It's all about fare play...

Part of the original's addictive appeal came from its punishing difficulty level. As a coin-op, it was ruthlessly efficient in emptying your wallet, especially as - like all the best arcade games - you always seemed to get that little bit further each time. The Dreamcast-only sequel seemed a little easier, if only because the jump button allowed you to avoid more crashes. Both games are featured in Fare Wars so you can find out for yourselves.

PREVIEW FEEDBACK!
Click here to tell us what you think of Crazy Taxi!

HGZine

HOW COMPLETE?

90%

EXCITEMENT

85%

A triumphant return for the real wacky racer.

DS



Publisher: Atari

Developer: Namco

Bandai Games

Heritage: Dragon Ball Z

Link: www.dbz-videogames.com

ETA: October



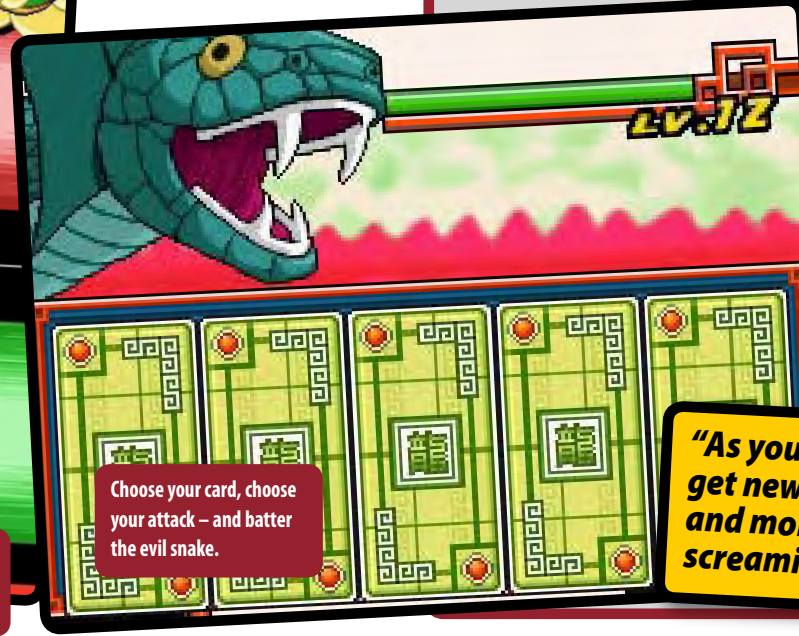
As you win card battles, you'll be able to explore the map in search of new battles and win new powers.

Traditional fire-fests and glowing fist-balls of light are a DBZ trademark.

No, we don't understand it just yet but it makes sense after the training mode.



We think Goku is fighting a woman in a fur coat, but we're not entirely sure...



Choose your card, choose your attack – and batter the evil snake.

Dragon Ball Z Goku Densetsu

LATEST NEWS

Less flying through the air fighting, more sitting down talking - with a pack of cards...

So there's no fighting involved?

Well sort of. It's a card based version of the anime scrapper Dragon Ball Z – you may have seen it on TV. Characters and creatures fight, mainly in the air and shout at each other in Japanese. The card game allows you to train your fighter, win new moves and evolve him until he becomes the ultimate fister. And by 'fister' we actually mean 'fighter'.

This all sounds a bit like Pokemon to me!

Yes, it's not a million miles away but think more Top Trumps with all your favourite characters getting in on the act. As you play through the game, you'll witness the new attacks and, yes, more Japanese screaming and shouting.

So is this just for the hardcore fans?

Probably yes, unless you've always liked the cartoon but found the actual fighting a bit too much. Capcom have taken their fighting games down the puzzle route and there's similar card based games which focus on Marvel heroes, for example. Until you've actually played with four people online (and read the rules) you shouldn't count yourself out. 26 million Dragon Ball Z games have been sold so far and we're sure this isn't the last...

"As you play, you'll get new attacks and more Japanese screaming"

SPECIAL REPORT

Puzzle Mania

HGZine examines the latest craze sweeping Nintendo's dual-screened console

At first, it was collections of minigames and tacked-on touchscreen and microphone controls. Then it was GBA games with added map screens. And then old-school adventures. The DS has played host to a series of trends, but none has been quite so overwhelmingly prevalent as the tide of puzzle titles to wash over the console lately. This issue of HGZine alone has reviews of Puzzle League DS and Trion Cube, and recently, titles such as Zendoku and

Diner Dash (as well as import smash Slitherlink) have had our reviewers spending just that little bit too long on the loo. From tile-matching titles like Meteos to the dangerously compulsive Picross DS, Nintendo's handheld offers something for every puzzle addict. We spoke to Rob Saunders of Nintendo to ask his opinion about the raft of brainteasers to hit the handheld lately. ➤

The DS's touchscreen has made it more accessible to non-gamers, and is particularly useful for puzzle games.

"Nintendo has ensured that puzzle games are no longer just 'something for the girls'"



Puzzle Top Five

Here's our pick of the games which have that one-more-go appeal.



1. Meteos

Line up blocks to boost meteors away from your home planet in this intensely frantic title from Q Entertainment, makers of PSP classic Lumines. Its short sharp shock stages and varied soundtrack backed up with noisy sound effects and loud fanfares make it a brash, bolshy standout in an otherwise rather sedate genre. Brilliant.

3. Puzzle League DS

Reviewed this very issue, the game formerly known as Panel de Pon has enraptured generations of gamers, and this DS iteration is no different. In fact, the touchscreen controls just make tile-swapping that bit quicker and simpler, and its ace multiplayer modes coupled with its ultra-cool style make Puzzle League another awesomely addictive Nintendo title.

2. Picross DS

Picross is one of those games that you pick up for a quick go, maybe to do one or two puzzles, and then you look up at the clock and five hours have passed. With downloadable classic levels and a wealth of game types, this is an absolute must-have, though be warned that it could take up permanent residence in your cart slot.





Puzzle Top Five



4. Zoo Keeper

If you're spending too much time on your DS with any of the above games then you're going to need something that will keep your partner sweet. Zoo Keeper is particularly appropriate for female gamers for two reasons: 1. It's very cute indeed. 2. For some reason women are brilliant at this game. It's true - just ask anyone who's wife/girlfriend has played the game. It's a bit random at times, but this is just as compulsive as any of the titles mentioned here.

5. Pikupiku

Just to be a little different, for our fifth choice we're going for this Japanese-only puzzler (available from Play Asia here >> <http://www.play-asia.com/pa05-13-71-9g-49-en-15-Pikupiku-70-1v6l.html>). There are three different puzzle types which - like Picross - involve you slowly deciphering clues to fill in a small pixel drawing, but they all feature totally different approaches. With a terrifying 400 puzzles in each section to complete, even if you don't like one variety, there's more than enough to keep you going for ages!



> Puzzle Mania continued

The DS is home to a number of puzzle games, and excellent ones at that - why do you think there are so many?

Quite simply it's a combination of the talent of the software development teams that work on Nintendo puzzle titles and the unique user interface that DS offers. Handheld consoles have always lent themselves to quirky puzzle games with a pick up and play nature - right back as far as Tetris on Game Boy up to the latest release Puzzle League on DS.

Do you agree that the stylus control adopted by most makes them more accessible to players, and thus more attractive for publishers to create?

It is certainly true that the unique interface of the DS enables anyone to be able to just pick them up and play them. With DS, accessibility has been paramount in its design and in the Touch Generations range of software that we have released. If the games are not accessible then we will never attract non gamers.

Nintendo's Robert Saunders.
A big fan of Picross.

"If games are not accessible then we will never attract non-gamers to the DS"

How much of the puzzle craze would you say is down to Nintendo expanding the core audience to more non-gamers? Are there signs that the Touch Generations crowd are picking up these puzzlers as much - if not more so - than more regular gamers?

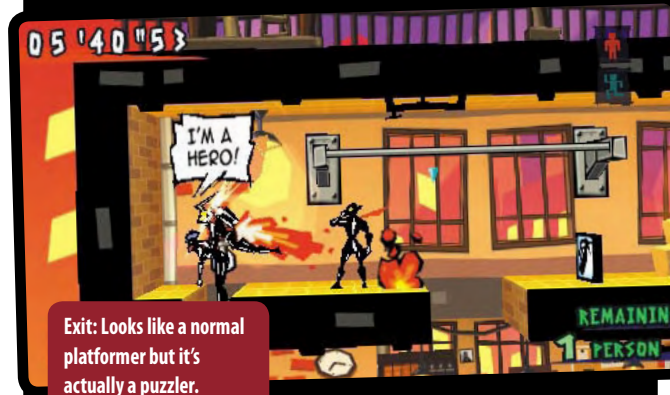
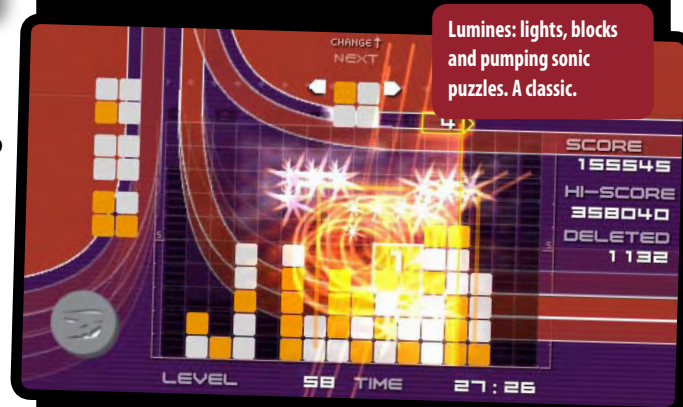
Yes absolutely - we can see that Touch Generations titles often serve as a stepping stone into more traditional games - once people experience Touch Generations titles and realise that gaming is fun and something that can be part of their life they start to look at other Touch Generations titles and other games available to them. Most new users who were non gamers still want titles they can pick up and play in short bursts and puzzlers offer them the perfect opportunity to do just that.

Finally, what are your personal favourite puzzle games on DS?

Right now I am playing Puzzle League on DS - I was playing it on GB Micro but have finally made the jump to DS.

DON'T FORGET THE PSP!

Sony wants a piece of puzzle pie too



It wouldn't be fair for us to ignore the PSP in this feature, particularly as in the excellent Lumines, it has possibly the daddy of all recent puzzle games. Tetsuya Mizuguchi's fusion of sound and gameplay is - to some people - the rightful successor to Tetris's crown as the king of all puzzle games. While we're not sure we'd go that far, we'd certainly recommend it to anyone who owns a PSP. It's the perfect companion piece to the DS's Meteos, with its slower pace and longer-lasting games, which is ideal for when you're wanting to wind down. Another excellent Q Entertainment title is Every Extend Extra, which is almost worth buying for the cool boxart alone, while old-school platform think-fest Exit, with its charmingly unique looks and extra downloadable content, is well worth hunting down too.

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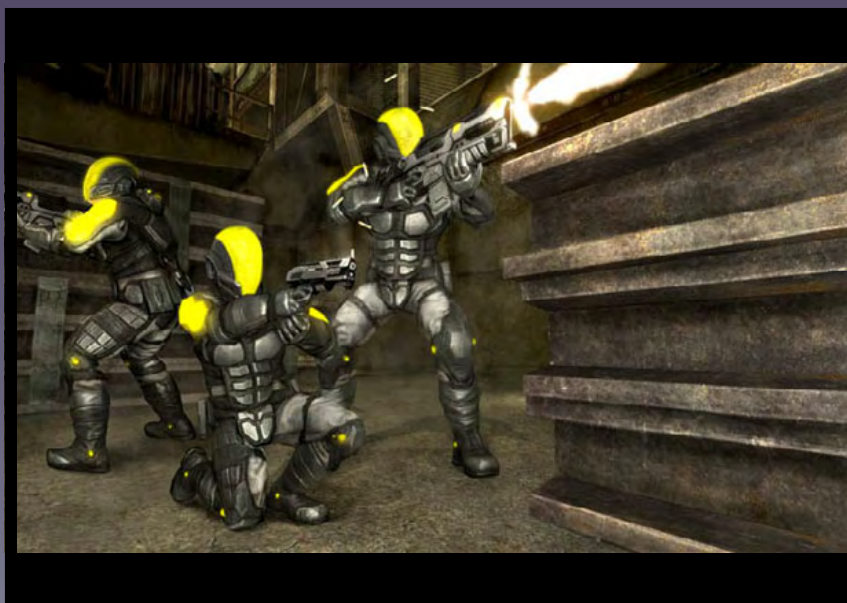
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DS

Transformers: Autobots

The metal-morphing war machines make an impact on DS

Transformers, robots in disguise, is a line forever etched in our minds – so deeply it must make the advertisers of Southern Comfort (among a billion other consumer products) sick with envy. Sadly, “I’ll have a So-Co please,” doesn’t have the same ring to it, and Southern Comfort doesn’t have the same appeal now as giant robots that turn into Datsuns (or cassette recorders) did back in the ‘80s.

Now there’s a new metal-stomping movie based on our favourite robot cross breeds, it’s predictably the film

licence grabbing Activision who are responsible for turning it into the sort of gaming experience we want. Going on a vague description of the game – a free-roaming GTA-a-like with robots instead of drug cartels – it sounds like just that.

We should explain here that there are two versions of Transformers on DS – Transformers: Autobots and Transformers: Decepticons. As you’d expect, both versions look and control identically, but there’s more to them than just different looking bots and vehicles. With the Autobots trying to save Earth and the Decepticons hell-

In Autobots, Optimus Prime is your leader – briefing you between missions – and can be played as well.

SWAP A BOT

Commit Optimus Crime...

For the most part you play the game as your own created robot, which is levelled up and improved as you play and explore. But in some missions you get to play as characters from the film – in the Autobots version that means Bumblebee and Optimus Prime, in Decepticons it’s Barricade and Megatron. These robots have different rankings for strength, firepower and so on, as well as having their own unique transformations, so each feel slightly different to play as.

In your vehicle form, you can travel around the city unnoticed and unchallenged by enemies.

bent on destroying it the games call for different missions. Which version you go for depends if you’d rather be protecting the little people or blowing them up – personally, we got more out of flattening them, but it has been a stressful month.

Crater face

The city the game’s played in is open to explore from the off – side missions and objectives are marked on a radar on the touch screen. You can activate these or choose to stamp about the place, smashing craters into the concrete every time you jump and scanning vehicles to unlock new transformations. There are over 30 different vehicles to transform into – from cars to trucks and helicopters.

“There’s two versions of the game, with different characters and missions”

A radar on the bottom screen shows where missions, challenges and enemy Transformers are located.

There are over 30 different vehicles you can transform into – from basic cars to big trucks.

> Transformers continued

Switching is as simple as tapping an icon on the touch screen and your vehicles allow you to zoom around the city much speedier and stealthily than in your robot form.

What robot form is good for is combat. Most of the missions call for destruction of some sort or another – blowing up buildings, smashing cop cars with uprooted lampposts or just fighting the opposition robot army. Melee attacks allow for clunky, powerful kicks, grabs and throws, and then there's the blaster. Its crosshairs lock onto an enemy and it sustains fire for as long as it has charge. Unfortunately, the combat is shallow despite these close and distance-range attacks because of the lack of defence

Levelling up is slightly easier in the Decepticons version, as the evil robots level up by doing just about anything – killing cops and people included – while the Autobots are more limited.



Scanning different types of vehicles increases the number of forms you can take and levels up your driving.

moves. It's hard to duck and cover when you're a house-sized hunk of metal, and evidently the Transformers don't have a back-up plan. All you can do is sustain fire against an enemy, hope your health lasts out longer than his and make sure to collect the health packs left behind by defeated bots.

Appetite for destruction

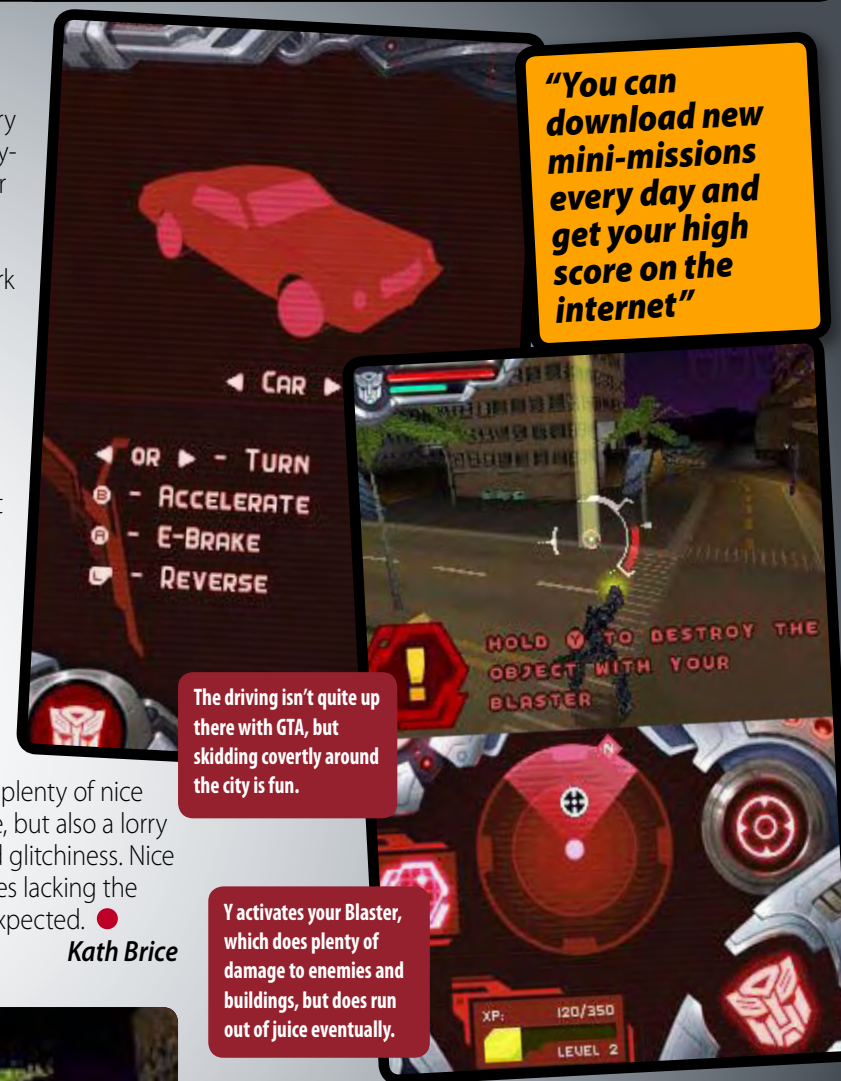
Each version of the game contains 30 story missions. These do offer a bit of variety if not the most groundbreaking of concepts. Largely, missions revolve around destruction – blowing up buildings and cars to attract the enemy onto the scene – stealth or protection. The problem is that the free-roaming parts are more enjoyable – finding and trying out new vehicles and exploring the city, jumping from one rooftop to the next and driving up and off ramps. But even this gets tiresome after a couple of hours.

There is a multiplayer element, which could expand the length of time you spend with the game. Four players

can indulge in some very straightforward, strategy-lacking robot battling or a variant of Capture the Flag. There's also the more interesting 'Allspark Wars' where point-scoring mini-missions can be downloaded (a new one is available every day) then your final score is uploaded at the end of the day. At the end of the week the highest scoring team overall – Decepticon or Autobot players – is announced.

It's a neat gimmick, similar to the rest of Transformers. There are plenty of nice touches in the DS game, but also a lorry load of weak points and glitchiness. Nice robots, but basically ones lacking the necessary mettle you expected. ●

Kath Brice



Y activates your Blaster, which does plenty of damage to enemies and buildings, but does run out of juice eventually.

HGZine Verdict

Robot rampaging is great fun, but it's just too short and simple.

DS

- Large city to robot free-rom
- A range of fun vehicles
- Sloppy combat missions

6

PCGZine

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TABULA RASA

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PSP

Parappa The Rapper

Forget Snoop or Tim Westwood, the real rap dog is in town!

It sounds ridiculous on paper and when Parappa was released on PSone in 1996, it looked even more ridiculous. A 2D game featuring a rapping dog in search of his girlfriend who happened to be a sunflower! PlayStation owners had been treated to a trendy new console in 1995 and been blessed with the first killer 3D editions of Tekken, Ridge Racer and Wipeout. Then, came Parappa The Rapper with awkward 2D visuals and a bunch of bonkers cartoon characters that wanted to teach you to rap so you could rescue your girlfriend, Sunny Funny who – we have to mention this again – is a frickin' sunflower!

Stripped down to the basics, Parappa The Rapper is the influence

behind all the dance mat based games that have since dominated arcades the world over. While your chosen tutor raps, you play as Parappa and have to accurately time button presses to keep up with the lyrics. Your tutor will rap, then Parappa repeats, triggering phrases with correct button presses. Then there's timing to consider. It's a bit like a frantic and less relaxing version of 8 Mile but with dogs, flowers and a moose rather than Eminem and the bloke from ER.

Rap school cool

In terms of the lyrics, it's hilarious lines about food, love and being the rap master. They're genuinely funny and as you hear them recited by Master Chop Chop Onion, your first tutor, it's hard not to snigger and then sing-along. Chop Chop Onion is an onion, obviously, but wears a karate outfit and invited you to train in his dojo. It's probably the weirdest game you'll ever see on PSP, in fact. It's great fun and highly addictive – you'll want to rap along just to see who is around the corner. A police moose driving a car as you spit rhymes? Of course. We won't spoil the rest of the bizarre cast for you but needless to say, Parappa is a true cult classic that went on to define the

The cut scenes are full of spinning, crazy visuals and weird music.



Hit the right rhymes and you'll get a good rating and a big smile from the cute canine.

crazy Japanese side of the PSone and is a twee throwback to when Sony used to make 'risky' games which didn't involve cars, guns or online social networks.

There's not a lot here which isn't in the original, but the presence of an online mode allows you to get involved in rap battles with complete strangers which, let's face it, is even weirder than pretending to be a rapping dog and singing the tunes in the shower. ●

Richard Melville

THE MAD LYRICS!

Here's some sample lyrics, from Master Chop Chop Onion. Altogether now...

Kick! Punch! It's all in the mind
If you wanna test me, I'm sure you'll find
The things I'll teach ya is sure to beat ya
But nevertheless you'll get a lesson from teacher
Don't get cocky, it's gonna get rocky
We gonna move down to the next ya jockey now
Come on now, why don'tcha follow my words
Because we're almost done, I'll make it easy at first
I wanna see if you wanna see what it takes
To be the man with the master plan
Are you the man now?



"It's a bit like 8 Mile but with dogs, flowers and a moose, not Eminem"

A frog and dog rap together. This is a match made in Glastonbury.



HGZine Verdict *Blends rap, dance and talking vegetables seamlessly. Classic!*

PSP

- 👍 Addictive tunes
- 👍 A genuinely funny game
- 👎 Not much added to the original

7

DS

Trion Cube

Mr. Driller + Lumines = another addictive DS puzzler

There aren't many puzzle games where you get to fly a penguin through space. Nor where the object of the game is to destroy a three-eyed blob bouncing a princess up and down on his torso. Fewer still contain bizarre non sequiturs between stages from pointy-armed alien leaders to roars of approval from tiny minions. All that should tell you everything you need to know about Trion Cube's quirky presentation, but there's more to it than the weirdness.

It hardly makes great use of the DS (it's button controls, not touchscreen) but that doesn't stop Trion Cube from being very enjoyable.

King Pluto offers some more sage words of wisdom. No, we've no idea either.

"You get to fly a penguin through space and save a princess!"

Cats and cuckoos

Falling blocks grouped into different formations of three fall from the top of the screen, and you're tasked with rotating them to form cubes of three by three squares. The idea is simply to create chains by making new cubes with the next set of blocks to boost your craft towards the next alien planet. Completing each stage earns you money to spend on some excellent alternative skins and odd new combo sounds, ranging from a mewling cat to a cuckoo clock. Arcade, Story and Multiplayer modes are all present and correct, though they all play very similarly, with just the occasional variation thrown in. The Endless mode will keep you playing for quite a while, though that's as much thanks to the game's ease as its entrancing addictiveness.

Made by the creator of Mr. Driller, Trion Cube neither matches the frantic trickery of its forebear, nor the longevity of the PSP's Lumines. Progress is just a little too simple for it

SAVING YOUR SKINS

Customise your own weird world

Combos aren't just useful for boosting your ship, but also for increasing your cash total, which is used to purchase the different skins. Completing the Arcade mode once is barely enough to get the first, so repeat play is essential if you want to see more. While they don't affect the gameplay any, nearly all are well worth seeing, and it's this that provides the impetus to keep playing.

The gauge on the right shows you just how far you have to travel. On early levels one single screen-filling chain should be enough.

The screen might look cluttered, but you won't have any problems seeing what's going on.

There's a rudimentary charm to many of the unlockable skins - like this pencil-drawn effect.

HGZine
Verdict

Easy, simple and addictive with buckets of weirdness.

DS



Mad as a box of frogs



Enjoyably simplistic



Forgettable music; little variety

7

PSP

Tomb Raider Anniversary

Lara goes back to her roots and we couldn't be happier...

Tomb Raider Anniversary has intrigued us since Eidos announced it was happening. Basically, the original PSOne Tomb Raider remade by Crystal Dynamics, with Lara's creator Toby Gard on board too - it sounded like a winner.

The original game was all about atmosphere. About you and Lara hopelessly lost in vast cave systems and tombs with no real idea which way the exit is and how to reach it. Being a PSOne game, there were few frills in the way of pick ups and power bars. The

on-screen health bar went down if you fell too far and Lara had some pistols to use on the prowling wildlife, but mostly the game was just about climbing and exploring and a lot of trial and error.

And Tomb Raider Anniversary remains true to all of the above. Crystal Dynamics have resisted the urge to bung in a load of bad guys just because the technology allows them too. The extra power has been used to simply expand the original game's locales so that levels are much more beautiful and about four times the size. St Francis Folly - originally a solid test of your platforming skills - is so big that as you stand at the top you can't see the ground below.

New tricks

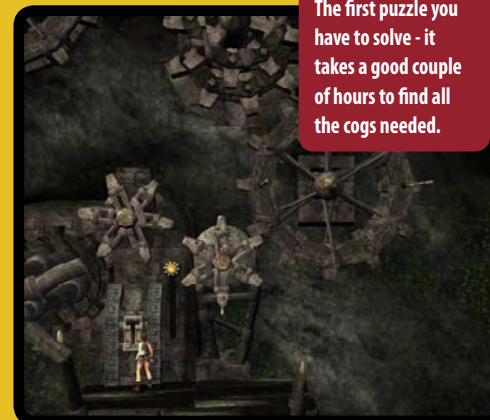
What is new, is the targeting system which lets you lock onto an enemy before blasting away at them. There's also the 'adrenaline dodge', where you can jump to avoid a charging bear, then - if timed right - pull off a slow-motion headshot. Lara also has a selection of new moves and acrobatics



CROFT CLIMBING

Rocks in a hard place

Luckily, the game doesn't revert back to the original game's grid-based platforming. Lara is a joy to control. The shoulder buttons rotate the camera so you can search for switches and artefacts on distant ledges, and platforming is semi-assisted so it's rarely frustrating (aside from when the camera won't line up properly) - Lara usually manages to grab hold of something if you walk her off a high ledge or mess up a jump.



The first puzzle you have to solve - it takes a good couple of hours to find all the cogs needed.



Like the original game, you travel from Peru, to Egypt and then the - quite frustrating, trap-filled - Lost Island.

"This has everything the PS2 version has, which is impressive"

- including being able to balance atop top pillars. This has everything the PS2 version has, just with a slightly sub-par framerate. Fitting such an epic onto the handheld is truly impressive stuff. The puzzles will have you scratching your head into the night, making leaps of faith from one rock to the next will get your heart thumping and the satisfaction of making it through a level designed to stump you is exhilarating. As hoped, it's one of the best adventures yet to appear on PSP. ●

Kath Brice

There are a few armed tomb robbing goons to shoot later on, but it's mostly just wild animals, like crocs and dinosaurs.



HGZine
Verdict

Old-skool adventuring that you'll get completely lost in. Buy it now!

PSP

- 👍 A fluid control system
- 👍 Brilliant puzzles to solve
- 🗨 Confusing checkpoints

8



360Zine Issue 8 Out Now

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"It's the future for the FPS." Find out what and why in our exclusive interview and preview
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DS

Pokemon Diamond/Pearl

Nintendo unearth a couple of sparkling (though familiar-looking) gems

If you're planning on getting Pokemon Diamond and/or Pearl because you're hoping for a revolution in the core gameplay, then you're bound to be let down. Similarly, you're barking up the wrong tree if you're looking for super-duper 3D 'Mon trading blows in fantastic DS-o-vision. But if you're a Poke-fanatic who's after another dose of compulsive creature collecting, with a whole boatload of things to do, and an incredibly long-lasting handheld experience - well, you've come to the right place.

It's forgivable if your initial impression of Diamond and Pearl is one of crushing disappointment. The looks

are just about GBA standard, while you can still only move in four different directions. Enter into battle and things don't improve, with the various attacks conveyed by a mere wobble of your ball-dwelling critter and the kind of sound that gives Spectrum loading screens a bad name. And, eight hours later, when you finally manage to close the lid on your DS, you'll wonder why you kept playing so long.

Bonus time

The simple answer is that the Pokemon template works, and the little tweaks here and there just make it an even more joyously addictive experience. Wi-Fi online trading and battling is the biggest bonus, and - especially with the DS headset - it's terrifically

enjoyable and remarkably smooth. The new Pokemon designs are mostly excellent, and the touchscreen makes menu transitions and selecting moves in battle that much quicker. Above all though, what keeps you hooked is that same allure of evolving your beasts into an all-conquering scrapping team, and the countless little customisations that make it feel like a totally personal experience. It's an adventure unique to you, and whether you're feeding Poffins to your Prinplup or getting your Grotle to gyrate in a dance competition, you'll grow so attached to your little monsters, you won't ever want to stop playing. ●

Chris Schilling

TRADING PLACES

Talk to the trainers and trade!

While the main game's barely seen any significant improvements, the new online play makes this an essential purchase. It's smooth, lag free, and you can even chat to your mates using the DS Headset. One particularly nifty addition is the Global Trade Station, where you can deposit any unwanted Pokemon and the next time you turn your DS on, you might just find a new monster waiting for you. A superb idea.

Again, accessing the various sections of your bag is now a doddle - just tap away!

"One task asks you to get your Grotle to win a dance-off!"

Your Poketch gets new applications as you progress, from a calculator to this pedometer.

It's no looker, but the game's so wonderfully deep you can forgive its lack of visual polish.

HGZine
Verdict

We want more next time, but Pokemon is still as addictive as ever.

DS

- Hours and hours of fun
- New online modes
- Same as it ever was

8

DS

Shrek the Third

Because there's no 'I' in 'team'...

There's an old saying that the best things come in three. Not if this game is anything to go by. At its heart Shrek the Third is a puzzle based adventure with the emphasis on teamwork but the challenges are dull, repetitive and burdensome. What's really surprising is that Shrek is clearly aimed at a younger audience but the kind of gameplay on offer here is at best chorish and at worst like sitting on an exam.

The idea is to save the fair land of Far Far Away with the now familiar

characters of Shrek, Puss in Boots and Artie (although Donkey does play a peripheral role as spell caster and advice dispenser). As you would expect each character has special abilities: Shrek batters down barriers, Puss in Boots can leap to high ledges while Artie can throw his shield at targets to open doors or sit on it to cross water.

Tiresome tasks

Unfortunately all the puzzles require a lot of backtracking and nannying and become tiresome very quickly. Add to this some slowdown, terrible combat and a mere 16 levels that can be completed inside 5 hours and you have quite a desultory package.

The problem is, other than the errand-inspired conundrums there's

very little else to the game. Magic can be cast at certain points by pressing the left shoulder button but again it's very limited stuff most of it merely allowing you to reach higher areas in levels. Collectables take the form of coins and golden fairies encouraging exploration of every nook and cranny of the castles and forests you travel through, but believe us you won't want to repeat any of this again.

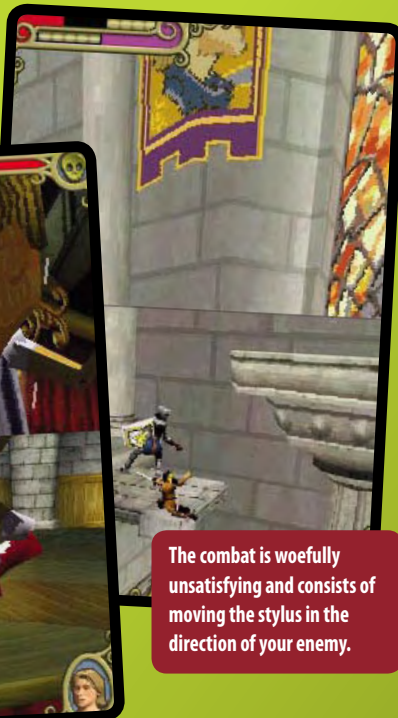
Ultimately Shrek the Third lacks one vital ingredient: fun. Why Activision thought an onerous puzzle-based game would best suit the comedy and exuberance of the movie is anyone's guess. Boo hoo hoo, green giant. ●

Mark Walbank

"Donkey acts as a spell caster and advice dispenser"

Your Poketch gets new applications as you progress, from a calculator to this pedometer.

Shrek the Third at least makes good use of the DS with boss battles taking advantage of both screens.



The combat is woefully unsatisfying and consists of moving the stylus in the direction of your enemy.

PUPPET ON A STRING

The long-nosed liar gets it!

On a positive note the handful of boss battles take advantage of your characters' skills a little better, with a giant pinocchio-style puppet perhaps among the best. While Puss cuts away at the strings above, Shrek can lay into the body parts below, but these moments certainly don't make up for the monumental lack of fun elsewhere.



**HGZine
Verdict**

An average teamwork adventure which isn't as fun as the film.

DS

- 👍 Inventive boss battles
- 👍 Good characters
- 👎 Repetitive puzzles

6

DS

Puzzle League DS

Prepare to prove your boffin (or dunce) status

Should there be such a thing as a Puzzle League on the DS, then Intelligent Systems' mind-bender would be Liverpool - an outside contender for the title, which eventually has to settle for a third or fourth-place finish. It's a block-matching brain-buster of a game, which just doesn't quite have the bold charisma of, say, Meteos - it's a much more muted affair, with a lack of fireworks and presentational pizzazz. Having said that, it shares some of the DNA of its brash relation, with the same kind of instant appeal and lasting challenge as Q

Entertainment's effort.

The gameplay mechanic is simplicity itself - blocks scroll up from the bottom of the screen, and it's your job to keep swapping two adjacent tiles to match up three or more of the same colour either vertically or horizontally. So far, so exactly-the-same-as-the-previous-versions, then. But where Puzzle League DS scores is in the number of different modes available. Intelligent Systems have really gone to town here, with Vs. Com, Time Attack, Garbage

Challenge, Clear, Puzzle and Endless variations - and that's just in single-player! Wireless single-cart multiplayer is available, with four players able to duke it out from just the one game card, while the Wi-Fi online options include unranked Free Play games, Novice Battles against other beginners, Birthday Battles against those currently online who share the same date of birth as you, and Friend Battle for those who just love inputting those dreaded Friend Codes.

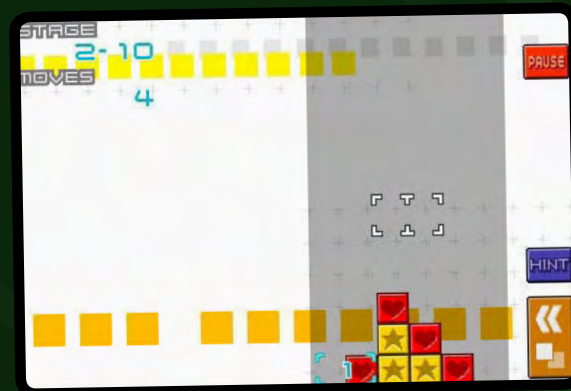
Crowd pleaser

With an additional Daily Play mode containing quick-fix stages for those already overloaded with the likes of Picross and Puzzle Quest, there's something for everyone here. The

MODE TO MEASURE

Stop, think and make your move

Whatever your puzzle preference, there's a mode to suit you. Our favourite is the excellent Puzzle Mode, which tasks you with getting rid of all onscreen blocks in a given number of moves. For our money, this is a great place to start if you really want to get into the combo system, as chaining lines in this manner is the key to big points.



slightly clinical feel is somewhat alleviated by the multitude of backdrops and block types to choose from, while the appropriately trancey electronica soundtrack adds a touch of classy cool. Any DS owners who aren't quite puzzled out yet will find this another hour-stealing piece of digital addiction to add to their growing collection.

Chris Schilling

Clear mode requires you to get the rising tide of tiles below a given point.

The Daily Play modes will appeal to those who like training their brain on a regular basis.

In Garbage Challenge, the object is to clear the brown and grey blocks by creating as many lines as possible.

"There's loads of original new modes, especially designed for the single player"

HGZine Verdict *Another brilliant and addictive brainteaser. Total genius!*

DS

- Touchscreen controls are great
- A wealth of different modes
- Bit of a personality bypass

8

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REVIEW ROUND-UP PSP

"The enemy AI is scaled down to just about idiot level - which you need"



Harry Potter and the Order of the Phoenix

Publisher: EA | Developer: EA

Although it delivers a wonderful representation of Hogwarts School of Witchcraft and Wizardry there's so much poor design in this game that it's robbed of any fun. Tasks generally consist of running errands, most of which are poorly signposted so you end up wandering aimlessly around. There's some good spells and the characters are all present and correct but unless you're a die-hard fan this is more a series of chores than a game.



- Great environments
- Tedious quests
- Aimless wandering

A magical mystery bore

5

Capcom Puzzle World

Publisher: Capcom | Developer: Capcom

If you haven't played Capcom's 1996 Super Puzzle Fighter II Turbo then this is well worth the budget price. It's a weird mix of Street Fighter twinned with Tetris, which - back then - was looked upon as pure madness! Though the package contains four other games: Buster Bros., Super Buster Bros., Buster Buddies and Block Block you'll soon give them a wide berth after ten minutes. But stick with the classic gem-matching genius of Puzzle Fighter and you'll be transported to place where only you and falling coloured blocks matters. Utterly absorbing.



- One classic game
- Budget price
- 4 duff games

A welcome retro return

8

Crush

Publisher: Sega | Developer: Zoe Mode

Another puzzle game but this one uses 3D space in such an interesting way that it feels like you're climbing inside an Escher engraving (he's talking art and that, again - ED). The idea is to help hero Danny cure his insomnia by solving psychological inspired conundrums set by a professor. How's that for getting inside your head! It's like Derren Brown and Paul McKenna have joined forces to melt your tiny little mind. In real terms you have to complete levels by crushing the play area from 3D to 2D and while this may all sound a little hard going and Freudian (he's talking psychology, again - ED) it's executed brilliantly and will keep you hooked.



- Totally unique
- Puzzling genius
- Can be taxing

A refreshing workout for the brain

7

Tom Clancy's Rainbow Six: Vegas

Publisher: Ubisoft | Developer: Ubisoft

There's something very appealing about embroiling yourself in firefights down the Vegas Strip but the short-lived nature of the game ultimately disappoints. With only five missions you'll be flogging your copy on eBay within six hours and though the multiplayer games are welcome you'll have more chance of hitting blackjack than finding four other players online which is a real shame. In terms of visuals, controls and gung-ho action this is great, but it's all over quicker than a two for one lap dance.



- Intuitive controls
- Atmospheric environments
- Over too soon

Lives fast but dies far too soon

6

Recommended PSP Releases

Recent stuff you should try

Metal Gear Solid: Portable Ops

(Konami)
Snake recruits troops for this terrific stealth adventure.

Ratchet and Clank: Size Matters

(Sony)
The comedy duo return, this time with more fun guns.

The Warriors

(Take 2)
A game dripping with atmosphere, not to mention blood.

Gurumin: A Monstrous Adventure

(505 Games)
An underground hit becoming rarer by the minute.

Smash Court Tennis 3

(Sony)
Perhaps the best tennis game ever on a handheld with added realism and incredible depth.



"Further proof that Nintendo's DS is the ideal home for the point-and-click genre"

REVIEW ROUND-UP DS

Elite Beat Agents



Publisher: Nintendo | Developer: Nintendo

This is the Westernised version of a little known cult classic that had the internet gaming forums in raptures last year. That game was Osu! Tatakae! Ouenden now with a musical makeover and a fresh name. The idea is to solve a number of story-based problems using a troupe of all singing, all dancing FBI-style agents. The rhythm action gameplay is inspired and the foot-tapping tunes, that include Bowie, Queen and Madonna tracks. We're not sure what Mulder and Scully

would make of this, but it's amusing and great fun. It's also one of the best games available on the DS, in actual fact.



- Sublime tunes
- Mesmeric gameplay
- Funny stories

You can't stop the beat!

9

Brothers in Arms DS

Publisher: Ubisoft | Developer: Gearbox

There aren't any decent FPS war games on the DS so this was a pleasant surprise. Gearbox's superb WWII tactical shooter is all about fire and flank tactics and this has been brilliantly implemented and enhanced with stylus control. Weapons include machine guns, bazookas, sniper rifles and grenades while contextual movement allows you to duck for cover behind nearby objects. With 16 missions covering North Africa, Normandy and the rolling hills of Ardennes this is a big



package with an explosive personality. Crucially, it also beats any FPS that exists on the PSP which will annoy Sony fans!

- Meaty action
- Good multiplayer modes
- Can be fiddly

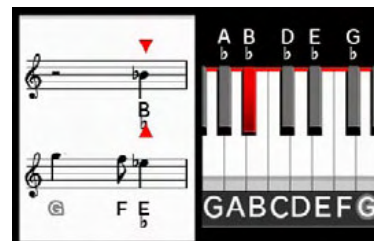
Top-notch tactical warfare

8

More Brain Training...

Publisher: Nintendo | Developer: Nintendo

If you haven't caught the Brain Training bug yet then this is the perfect opportunity to test out your noggin. With 11 new challenges and six fresh mini-games there's even enough pleasure here to warrant a purchase if you bought the original. Games include Rock, Paper, Scissors, memorising numbers and playing notes on a music keyboard. The excellent Wi-Fi multiplayer options are icing on the cake, and don't forget - if the hype is to be believed - this is also great for your health. Next time you see your doc, remember to tell him about this brain expanding device!



- Stimulating
- Superb online options
- More of the same

A refreshing workout for the brain

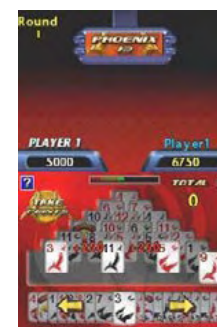
7

Touchmaster

Publisher: Midway | Developer: Midway

This is essentially a compilation of all those crap arcade pub games that seem like fun when you've had five pints but are less than stellar when sober. But strangely it works. The games include Mah Jongg, Solitaire and Word Search plus 20 other titles with strange names you've probably never heard of such as Pyramid 13 and Crystal Balls. The interface is fiddly and most of the games dispensable but it'll definitely eat up plenty of hours on a train or plane. It's cheaper than a normal release too, which should be a factor, especially if you're the kind of

person that pumps endless pound coins in to the machine at the pub. Think of it as a piggy-bank for yourself!



- Tons of variety
- Wi-Fi modes
- Bad interface

Cheap, cheerful and cheesy

6

Recommended DS Releases

Recent unmissable goodies

Puzzle Quest (D3 Publisher)

A brilliant RPG meets puzzle game with stats galore

Megaman ZX (Capcom)

Tough as nails but has energy and old school charm

Pirates of the Caribbean: At World's End (Activision)

A swarthy swashbuckler that's better than you'd think

Picross (Nintendo)

A superb form of Sudoku but with pretty pictures

Lunar Knights (Konami)

A vampire adventure more charming than Bela Lugosi

Sim City (EA)

A whole, living, breathing city inside your DS. Works brilliantly with the DS Stylus, too.

> Inbox

Your questions answered and your fears put to rest, courtesy of HGZine!

I'M A DS OWNER AND I'M FED UP WITH waiting for games to arrive in the UK, when I know that Americans and Japanese gamers always get them first - especially the big ones like Pokemon and the new Zelda. Why does this happen and when will it stop?!

> **Otaku81**

> Nintendo is a Japanese company and is always under pressure to satisfy massive demand in Japan! The downer is that the games then have to be translated which can take a while. But it is getting faster, honest!

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I'VE JUST HEARD ABOUT THE PS3 PRICE cut! Sony have knocked off \$100 off the price in America, which is virtually the cost of a PSP! Will Sony do this over here and, if so, I have an idea - why don't Sony bundle a PSP with PS3 and keep it at the same price?

> **Chris Shields**

> Sony have cut the price of PS3 because Wii and Xbox 360 are killing it in the US. The price cut is desperately needed and although Sony would no doubt love to get more PSPs out there, it's the price that's the problem, not what's in the box.

WHY OH WHY IS GRAN TURISMO not out on PSP? I saw screens for it over a year ago and I think the PSP still lacks a decent racer that isn't called Ridge Racer. Can you explain?

> **James Peterfield**

> Apparently, the development team were all working on the PS3 version of the game, causing a delay



The delay of GT 5 on PS3 has affected the arrival of Gran Turismo on PSP

to the PSP version. Sony are STILL working on Gran Turismo 5 for PS3 and a 2008 release is likely, so we'd expect GT PSP at the same time.

FIRST OFF, I MUST SAY THANKS FOR the brilliant SBK 07 review last issue. Bikes games often don't get covered in the mags but I'm a big fan. It's great to see something a bit different to Moto GP too. Do you know if the developers have any plans to make the game for the next-gen consoles?

> **David Reily**

> Black Bean will be developing SBK for Xbox 360 but are remaining tight lipped about when it will arrive... Expect the first screens in 360zine soon! In the meantime, here's footage of the PSP version to convert the doubters!



WATCH SBK 07
A next-gen version of Superbikes is in the pipeline, but until then you should enjoy this PSP version.



GAME MATTERS

Your thoughts on the games you really want to play...

I RECENTLY HEARD THAT SEGA Rally is coming to PSP but I can't find any screens on the net? Is this true or just a cruel rumour?

> **Jane Little**

> You'll see the first screens right here in HGZine next issue. Sega take the PSP very seriously and Sega Rally should be spectacular if OutRun 2 Coast to Coast is anything to go by...

MY FAVR GAME ON PSONE WAS Syphon Filter. I've heard there's a new version for PSP and it's coming out on PS2? Surely, someone means PS3?

> **Gavin Rayner**

> Syphon Filter: Logan's Shadow is coming out in October. It's a sequel to the Dark Mirror PSP game from last year. Sony have also enhanced Dark Mirror and will release it on PS2 at the same time.

WHEN IS ZELDA COMING OUT on DS? I called Nintendo but they wouldn't tell me!

> **Paul Jackson**

> It's already out in Japan and in the US on October 1st. We're told November for UK. Turn to page 16 for more now.



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